

---

**Round 1 - Random Pieces**

Run	1	2	3	4	5	6	7	8	9	10
Score	400	500	1000	300	400	200	700	500	400	600

Average Score: 500

---

**Round 2 - Planned Pieces**

Run	1	2	3	4	5	6	7	8	9	10
Score	700	1000	1200	900	1000	1300	1100	800	900	800

Average Score: 970

---

**Questions****1. Why is the score for round 2 score always higher?**

I am able to look ahead and see how to place pieces according to the current state of the board and adapt my strategy as needed, which allows me to be flexible and maneuver pieces to get a higher score.

**2. How did you feel about the game play in the second round?**

The game play was much more organized and strategic in the second round because I got to choose from a limited selection for which pieces to prioritize and where to place them according to the state of the board, whereas the first round was very chaotic and challenging to keep up with. I followed a specific process (maximizing points by creating full lines on the board) whereas in the first round I was just throwing pieces wherever I could find space.

**3. What are the similarities between the second round and scrum?****a. development team**

The player who arranges the features (pieces) into the product (board).

**b. product owner**

The game itself is the product owner because it decides the product backlog and provides the developers (the player) with the pieces ("features") and the end goal of the product.

**c. product backlog**

The entire 7 collection of pieces is the full product backlog.

**d. sprint backlog**

A limited selection of the product backlog is modeled by the 4 random pieces we get to choose from each turn.

**e. sprint**

Each section of 4 pieces to choose from (within a game) is a sprint, which each overall game representing a product. After every 4 pieces I choose, I am able to revise the product backlog and refill the sprint backlog with 4 additional "features" for the next sprint, as well as improve my strategy and planning.

**f. team velocity**

Score per run of the game, ideally should be steady or increase as productivity increases (but can be affect by other factors outside of the team control, such as which 4 pieces are provided to me to choose from in each game).